**Practice Project**

1. As a developer, write a program to create an arithmetic calculator.

Code:

**import** java.util.Scanner;

**public** **class** Calc {

**public** **static** **void** main(String[] args) {

// stores two numbers

**double** num1, num2;

// Take input from the user

Scanner sc = **new** Scanner(System.***in***);

// take the inputs

System.***out***.println("Enter the first number");

num1 = sc.nextDouble();

System.***out***.println("Enter the second number");

num2 = sc.nextDouble();

System.***out***.println("Enter the operator (+,-,\*,/)");

**char** op = sc.next().charAt(0);

**double** res = 0;

**switch** (op) {

// case to add two numbers

**case** '+':

res = num1 + num2;

**break**;

// case to subtract two numbers

**case** '-':

res = num1 - num2;

**break**;

// case to multiply two numbers

**case** '\*':

res = num1 \* num2;

**break**;

// case to divide two numbers

**case** '/':

res = num1 / num2;

**break**;

**default**:

System.***out***.println("Invalid Operator. Try Again");

**break**;

}

System.***out***.println("Result :");

// print the final result

System.***out***.println(num1 + " " + op + " " + num2 + " = " + res);

}

}